FROM THE EDITOR

John Collins, NWPAC

Hello again! First news is that our fearless leader, Dale Wooster, has stepped down as our club president. He has been very busy working on getting his house sold and getting ready to move back to Dallas. At the moment, NWPAC has no one to replace him as the Prez. Don't fret, we will have a new prez by January. Dale is still living in the Phoenix area and we will announce his actual move when it happens. Until then, he will be helping out on Nybbles & Bytes from time to time.

Our last meeting was more like a get together than a real meeting. No equipment was there and no demos were shown. There were, however, donuts for all. The purpose of the meeting was to drum up support for the club and greet the mighty throngs of user that respond to our ads looking for people who may be interested in joining a general interest computer club. The ads were placed, the word was spread around on the local BBSes, the donuts lay on the table. No one showed up other than our regular members. So much for the expansion of the club. This in turn led to a vote on what was to happen to the club. Whether to shut the club down or to continue on for another day. The tally was unanimously in favor of continuing on. NWPAC lives on as an Atari 8-bit club.

NWPAC will be meeting in November and we hope to obtain a room with access to a telephone line. WWWe WWWanna go cyber-surfing on our Ataries! Graphical surfing will be out of the question since Atari 8-bits cannot do this task, and my '386 PC won't work properly with my !*@&#*!# mouse! I may bring the PC anyways to demo on of the emulator programs that are popular nowadays. Most of the locals haven't seen it in action and want to. It's a strange sight to see that familiar BASIC blue screen with the word 'READY' in ATASCII white running on a PC. It's not much more than a novelty right now, but it is still fun to see.

Some changes in the club will be seen soon. The officers will be whittled down to three people. All other duties will be on a volunteer basis, but we will be getting together just for the fun of playing with our Ataries. Now, all members can advertise in the newsletter for free, as space will allow, and as long as it is computer related. Any non-computer related ads are subject to a nominal fee. The disk library will also be coming down in price. That will be determined at the next meeting. One very obvious change is in your hands. Nybbles & Bytes is now in a new format. Hopefully, the new format will allow me to publish it in a more timely manner (in case you haven't noticed, there was no issue for Sept/Oct 1996, and yes, your subscriptions will be extended for one more issue). And no, it wasn't produced on an Atari or on my PC. Let's just say it's an obsolete computer like the Atari is.

That's all for now folks. More stuff to come in upcoming issues. I will be fixing the NWPAC web page, making more D.O.M.'s and working on the Christmas disk. Hope to see you at our next meeting. ❑

❊❊❊❊❊❊❊❊❊❊❊❊
No, Virginia, there wasn't a Sept/Oct '96 issue. All will get an extra issue at the end of their membership. Sorry for any inconvenience! - Ed.
❊❊❊❊❊❊❊❊❊❊❊❊
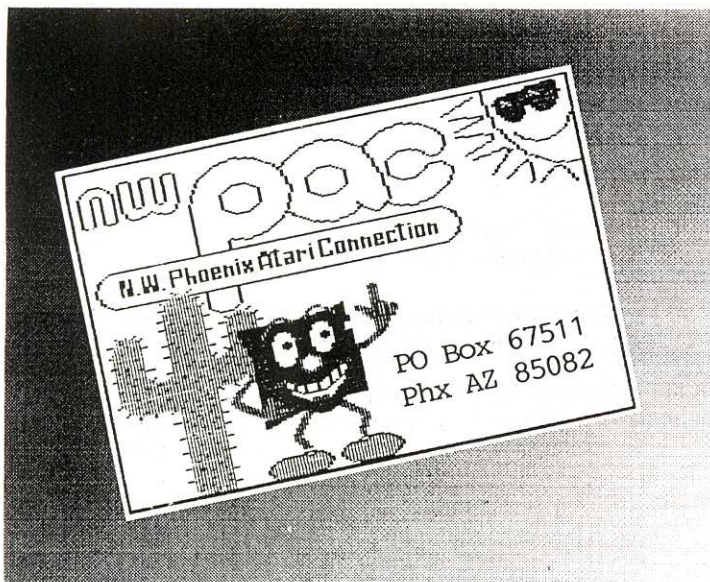
"Wherever you go, there you are!"

N.W. Phoenix Atari Connection

PO Box 67511
Phx AZ 85082

N.W.P.A.C. Officers

President...........................Position Open

Vice-President....................Position Open

Treasurer...........................Ron Gibson
(602) 464-8757

Secretary ....Nancy Gibson
(602) 464-8757

Librarian...........................John Collins
(602) 691-9802

Visit the NWPAC Web Page!

http://www.yab.com/~coolzip

Attention!

Our friends on the East coast, the Ol' Hackers User Group have new addresses.

Send all disks and newsletters to:

Alan Sharkis
OHAUG Newsletter Editor
43 Rose Drive
East Meadow, NY 11554

Send all other correspondence to:

Ron Fetzer
OHAUG Secretary & Treasurer
22 Monaco Ave
Elmont, NY 11003

THE *"Official"* NOONOO-HEAD'S GUIDE TO THE NET

An Atari 8-Bit
User's Guide To
Surviving the Internet
(Under Construction)

By John Collins (NWPAC)

Setting Up

As the Internet is growing by leaps and bounds, more non-PC users want to get on the bandwagon, but a lot of these folks can get confused by the onslaught of information (much of it useless), as well as being fed a lot of misinformation. This guide will assume you already have experience and a working knowledge of using a modem and telecommunication software with your 8-bit. You will need the usual set-up using the programs Ice-T or FlickerTerm 80. BobTerm is also handy to have available for downloads. Ice-T v2.0 will download, but very slowly and very unreliably. My setup is an Atari 800XL upgraded to 256k with Ice-T XE, BobTerm v2.1, and MyDOS 4.5 placed into the RAMdisk. My modem was 2400 baud (now a 14.4 running, of course, at 9600 baud) connected to an 850 interface using a handler found off the Internet called ATARISRS.232 (found at the Umich/Merit FTP site). This handler allows you to drop down to DOS without disconnecting. The only precaution is to either run the handler separately or to (pre)append it to Ice-T and run Ice-T first before BobTerm. Running BobTerm first will kick in the built-in handler in the 850 interface but will not work with Ice-T. Those using a P:R: Connection should use the handler provided with their interface and follow my instructionsabove. Those with a 64k machine can do the same as above, but loading times from the disk drive, as opposed to using a RAMdisk, will prove to be a bit inconvienient.

Better Shop Around

Now onto getting a provider. Before you do anything, before you call America On-Line or CompuServe, you need to shop for an Internet provider. This is important because it can mean tremendous savings for you and save you some headaches. Internet access can range anywhere from free to dipping into your retirement savings. "Providers" such as AOL and such are out of the question for 8-bit users because they require you to have a PC or a Mac. Text-only callers are excluded. Delphi, Genie and CompuServe may still offer a textual interface, but you still may wish to avoid them because of cost, unless there's nothing else available in your area, but check first. True Internet providers, as opposed to "on-line services" are generally less expensive and are usually more generous with what Internet functions they provide. Following is a list of questions to ask a provider.

The Quest(ions)

1) Do you offer textual accounts? Graphical Web access usually requires what is called SLIP or PPP access. There is no SLIP/PPP software for the 8-bits. Some providers only offer graphical (SLIP/PPP) accounts so they would be useless to 8-bitarians. Plus, textual accounts are generally cheaper than the graphical type, not to mention faster. With our computer's CPU speed, we need all the help we can get. We just don't get to see the purdy pictures.

2) Does this provider offer a user-friendly menu system or is it a shell account? Or both? A menued BBS-type system is easier to use for the novice. UNIX shell accounts offer more power but require the user to know the commands to make it work. Some MS-DOS/ SpartaDos commands are the same, such as CD, but most of them are strictly UNIX commands, such as cp (copy), rm (delete), etc. A book or fact sheet on UNIX commands would be necessary. The ideal provider will have both available to their users.

3) How much is it? How much access will I get? Here in the Phoenix area, I have compiled a listing of the ever-growing Internet providers, complete with their charges and services provided. This sampling pretty much shows what is available in most larger cities. Smaller communities may only have 1 or 2 providers, or even none at all! This is the only time I would suggest one of the larger "on-line" services. Even then, the user must be careful. Many of these are, to put it bluntly, dubious in their billing practices.

Noo-Noo... Continued

Those 10 or 15 "free" hours you've seen advertised most times ends up being 2 to 6 hours, depending on which areas you use while on-line. Hours on an on-line service is a measurement of cost not time. Caveat emptor!

Internet providers can offer anywhere from 4 hours to un-limited time for the monthly fee. Usually it is between 150 hours and unlimited. The on-line service offers 4 to 20 hours, before they start charging hourly fees. Try to get the unlimited account.

4) Do you have LYNX running on your system? No, not the hand-held game machine, it's the actual text-based World Wide Web (WWW) browser that runs on the host computer (provider) that you can access while on-line. If they do not run LYNX, then they do not get your business.

5) Just what Internet functions does your service offer? There are several "parts" of the Internet. The typical provider will offer:

> WWW (w/LYNX)
> FTP (file transfer protocol)
> TELNET (log onto BBSes via the net)
> GOPHER (the original text-only info-getter)
> IRC ("chat-rooms")
> USEnet (The world's message bases)
> e-mail (electronic mail)

6) Is there a set-up fee? All providers, of course, need to set up your account before you can connect. This is done through a computer program that involves a few simple keypresses. You could be charges as much as $40! Isn't technology great? The best offer, obviously, is a free set-up. In my opinion, any set-up fee is a rip-off, and with the fierce competition out there, many providers are starting to waive the fee.

7) How much memory storage space is allocated for each user? Memory?!? Yes! You will need memory stored on the host system for things like storing e-mail messages, downloads and web page storage. Most providers will give you 2 to 5 megs. More memory is a good thing. Less memory is not so good. If there is no memory allocated directly for users, then storage is done through a shared memory format. Sort of like a cyber-commune. Far out, man! Don't worry, your e-mail will still

be private (up to a point, more on that later).

8) What are the chances of getting a busy signal? One provider I've used has been notorious for over-selling accounts. This means less chances for you to get on-line because too many others are doing the same. Your results? A busy signal for $10 to $20 a month! Guess what? You can get a busy signal for free! Just dial the number of the phone you are on and voila! Free busy signals. Find out what their "non-busy signal percentage" is. Anything in the 90-100% range is good. Anything less than that will need to be weighed against other features a nd advantages offered.

9) How do I pay? All the on-line services and Internet providers require you to pay by major credit card or through an automated payment from your checking account. Some (usually BBSes with full Internet) will allow a month-by-month payment through a 900 or similar type phone number. You pay for it through your telephone bill. A few allow you to pre-pay a few months ahead of time.

10) Is your access censored in any way? Whether it is or not, this is matter of preference. If you want to access all the "feelthy" pictures, then uncensored Internet is what you want. If you don't care, then it won't matter whether it is censored or not.

And very importantly...

11) Is there a free trial period? Many providers give free trial periods anywhere from 4 days to 30 days. Some use an hourly free-trial period. Be careful with "free hours" when it comes to some on-line services. This will be discussed later. Free trial periods will allow you to try out the service without any of the risks.

The End (of the Beginning)

That's it for now. Now you can ask all the right questions, but you'll have to wait until our next issue to figure out how to use it. Or you can use the old standby of trial and error. That's how I did it. People who tried to come off as "experts" back in my early days of "netting," in hindsight, have revealed themselves as nothing more than amateurs with an attitude. Next time around I will give you a tour of LYNX, the text-based browser for using the World Wide Web. It's a UNIX program, but your Atari can handle it! 'Till next time! ❑

TEXTPRO PRINTING TIPS

No. 5 in a series
by Frank Walters

I never considered using TextPRO as my word processor until it finally had a version that saved the printer equates in the configuration file. Then I could assign inverse upper case letters to send printer codes and not have to go back to my printer manual every time I wanted to print using TextPRO.

In this article I will explain how to set up a print driver for your printer. I also have some ideas about additional help files and their associated macros so you can review which letters you have defined for each printer function. I have a simple idea to print an entire address list on labels. Finally I discuss printing in two columns with TextPRO and a shortcut you can use to make the last page come out in equal length columns.

PRINT DRIVER

First you have to get out your printer owner's manual to look up the ASCII codes for various functions. Then decide which letter to assign for each function you wish to use and finally install these codes in your TEXTPRO.CNF file so they are available whenever you load TextPRO.

The easiest way to create a print driver is by typing all 26 inverse upper case letters in the editor like this:

```
<A>=0
<B>=0
<C>=0
```

Pick which letter to use for each printer code. Try to use letters that are similar to the function selected. I use E for Elite; P for Pica; C for Condensed; D for double strike; I for italics; Q for NLQ font; R for reverse linefeeds; S for Super and Subscript; U for continuous underline; and W for double width. I assign the remaining codes to the letters left over. If you go overboard and use up all 26 upper case letters, the lower case inverse <v> has no current function and may be defined exactly like inverse upper case.

Now look up the ASCII codes that require escape (27) followed by another number. Replace the 0 with the ASCII number (following 27) in your printer manual. On the same line, type a description of the code so you can make up a help file using that information:

```
<E>=77 E=77  Elite draft (12 cpi)
<F>=111 F=111  Elite NLQ (12 cpi)
```

For any function requiring three characters. Just use the value immediately after the 27.

Some printer codes require three characters: 27,45,49 to turn underline on and 27,45,48 to turn it off. Since I use 48 and 49 for several other 3rd characters, I redefined inverse <0>=48<1>=49<2>=50 in my print driver. By using inverse numbers (which do not cause ESCape to be sent), TextPRO will not count the inverse numbers for computing where to break the line when it prints. i.e. If <U>1 is used to turn underline on, TextPRO would count the "1" as one of the 80 characters even though it is part of the printer escape sequence and would not actually print on the paper. Using <U1> instead, TextPRO ignores the inverse characters in the count, as it should. The <U> sends 27,45, while the <1> sends 49, to complete the 3-character printer code for continuous underline on.

When you finish, you may still have some unassigned letters that are equal to zero. You can always redefine them later. Now you are ready to force TextPRO to read the equates into the configuration section of memory. There are two ways to do this. You can move the cursor to the bottom of the text and use [CTRL_W] (in Text Mode) to find the page and line at the cursor position. This forces the equates into the configuration section of memory as long as the cursor is below all the equates. Or you can actually print the file to get a hard copy of your equates list. This will install the equates in memory at the same time.

Before saving the configuration, make sure TextPRO is configured to send the ESCape (27) character whenever it sends the value of an inverse upper case letter. With v.5.20X, you may have to load ADDOPTS.ADN into the macro buffer before selecting [CTRL_;] for the following configuration. Type [CTRL_;] and reply [N] to both the "ASCII CR" and "Linefeed" prompts. Reply [Y] to the "Add ESCape" prompt.

Type [SELECT_CTRL_S] to save the configuration to TEXTPRO.ENV (v.5.20) or TEXTPRO.CNF (v.5.0 and earlier) on your default drive so it will load automatically whenever you load TextPRO.

NOTE: Version 5.20 requires ADDOPTS.ADN in the macro buffer [CTRL_V] before the [CTRL_;] command will call up the "Add ESCape" prompt.

HELP FILES

Now you are ready to make a print driver help file.

TEXTPRO... continued.

I use the same format as other help files and here is what mine looks like. Printer letters, numbers and some other characters are inverse, along with heading and bottom line:

```
TextPRO 5.0X          |Print Driver|


Key__Panasonic 1092i_____set p/x
A__6 lines per inch___[default]___p66
B__8 lines per inch_____p88
C__Compressed draft_____4_OFF_____x137
D__Double strike_ON     X_OFF
E__Elite draft_____x96
F__Elite NLQ_____x96
I__Italics_ON_____J_OFF
N__Pica NLQ_____x80
O__Proportional_O1_ON__O0_OFF____x85
P__Pica draft_____[default]___x80
Q__NLQ_Q1_Courier__Q2_Bold_PS__Q0_OFF
R__Reverse Linefeed__Rn/216" n=36/line
S__S0_Superscript__S1_Subscript
T__Sub/Superscript OFF
U__Underline_____U1_ON__U0_OFF
W__Double Width_W1_ON__W0_OFF____x40
Y__Paper-out_DISABLE____Z_ENABLE
```

#13 HELP> Menu START> Load Macro

Notice the right side includes lower case letters (p,x) which should be inverse. They indicate the values you also need if you use the printer commands on that line. This is a reminder that page width is changed and you may also need to change your margin numbers for different sized fonts.

When you finish your help file, save it to disk with your other TPHELP files. Notice the bottom line of mine is #13, so I use the name: TPHELP.13

Now you have to load TEXTPRO.MAX and add the macro to display the new help file. I decided to use [OPTION_P] for my macro key for the print driver help file:

P<=><CTRL_G>pp<=><CTRL_Q>TPHELP.13,E:
[RETURN]

Notice the "Goto" macro key, linking the upper case "P" to lower case "p" since you want it to work with either case.

Save TEXTPRO.MAX to your default drive and then load it into the macro buffer with [CTRL_V]. Test it out by pressing [OPTION_P] to see the help file displayed on the screen.

If you redefined some inverse numbers in your print driver, edit TPHELP.06 to reflect the new values for the inverse numbers.

DISK MACRO HELP FILE

While on the subject of help files, I made another help file listing all my interactive disk macros with short descriptions:

```
TextPRO 5.0X          |Macro Library|


_Macro_____Function_____.
CARDCR_CL_PS Card: Cond.(17): Rgt/Left
CARDER_EL_PS Card: Elite(12): Rgt/Left
CR_____Remove Carriage Returns
DUAT_____DTC DUAT flight plan
ENV__ENV2_Envelope__PS size envelope
LINK_____Link-load to bank |2| & |M|
```

#14 HELP> Menu START> Load Macro

I only included an abbreviated listing to show you how to do it. The text in the top and bottom lines are inverse. Do not put a [RETURN] at the end of the bottom line of any TPHELP file. This will retain the cursor on that line when it is displayed on screen, giving you one extra line before it scrolls the title. Save this as TPHELP.14. Add another macro key to your TEXTPRO.MAX file to display this help file. Since macros use [CTRL_V] to load, I used [OPTION_V] to read it, but [OPTION_M] (for Macros) would work just as easily. Use the example above and substitute the new letter and change the file extension to .14 instead of .13.

PRINTING ADDRESS LABELS

Here is a tip I worked out for my sister who had to mail about 250 newsletters. She needed to print labels from her address list. This is an easy way to do it.

The address list must be a simple text file which you can create with any word processor. Each address must have enough carriage returns to total six lines. A 3-line address should be followed by three blank lines with [RETURN] characters only. A 4-line address would be followed by two extra [RETURN] characters. Save your address list to disk.

If your list is over 200 addresses, you might consider splitting the list alphabetically. i.e. ADDRESS.AM and ADDRESS.NZ. This will keep you from filling the buffer. You can print the two files separately, using the DOS Copy-file command.

A standard 3 1/2" x 15/16" label will permit about 30 characters per line at 10 cpi pitch, or 36 letters at 12 cpi. Set the labels in your printer with the print head on the second line of the first label. A label will hold 5 lines at the default 6 lines/inch spacing. Use DOS to copy the address list from disk to printer, typing the source and destination like this:

D:ADDRESS.??,P:[RETURN]

That's all there is to it. Pretty simple, huh? You can send any font to the printer before copying the address file but do not turn off the printer between installing the font and copying the file.

PRINTING TWO COLUMNS

I made a hard copy of my sister's address list for her and printed it in two-columns per page to save paper. I'll explain how to format TextPRO for two-column printing.

For an address list like above, you have to make a separate file with only five lines per address. Load the 6-line list. Use [CTRL_G] and type [ESC][CTRL_+] three times. This enters three [RETURN] characters at the "Find:" prompt. Press [RETURN] and enter two [ESC][CTRL_+] characters at the "Change:" prompt. After the global replace, your address list will have one [RETURN] character removed from each address, leaving 5-lines each. This will allow 11 addresses per page in each column. Save it under a diferent filename than your 6-line list.

At the top of the list, insert the following two printer format lines:

<?>1<!>1<l>1<r>38<t>4<b>59
<i><?>2<!>1<l>41<r>78<t>4<b>59

The top line is for printing the first pass. The bottom line follows an info <i> character and is not used until the second pass. With the top and bottom margins set at 4 and 59, it will allow exactly 55 printed lines, or 11 5-line addresses. No addresses will be split between columns or pages.

<?>1 tells TextPRO to start printing at page 1. The second line starts at page 2.

<!>1 tells TextPRO to skip 1 page when printing. Thus it will print all the odd numbered pages when the first format line is active (1, 3, 5, etc.).

If there is more than one file in your list, add the "goto" command for printing linked files at the end of each file except the last. (Due to a bug in 4.56 and 5.0, the maximum length of the dev:filename.ext recognized by the "goto" command is 14 instead of 15.) My example only uses 12:

<g>D:ADDRESS.NZ[RETURN]

Insert the paper with the top line under the print head and print the address list with [CTRL_P]. When finished, roll the paper back to the original position. Insert an inverse <i> in front of the top format line. [CTRL_DELETE] the <i> from the second format line. Print the second pass with [CTRL_P]. It will start printing the right column

with page 2 and all the even-numbered pages.

I wanted to print a footer with page numbers and a title, so I counted the total printed pages and made a new file to print just the footer line. Let us assume it is six pages. Set the paper back to the first page, clear the editor and enter a footer line like this:

<f> TITLE OF ADDRESS LIST<e>page <#>[RETURN]
<nnnnn>

The left margin of our document was set at 1 and footers ignore the left margin so I left a space after the <f> so the title would line up with the left column. Since I want to print footers on six pages, I needed to add five inverse <n> characters, to force next-page five times, for a total of six pages.

Print the "footer" file and it will add the footer text and page numbers on your two-column document. That wasn't too difficult, was it?

You can use the same principle and similar margins to print two-column text files. If you want 38 columns instead of 37, change the left margin in the top line to <l>0 and the right margin in the second line to <r>79. You might want to include <q>1 in your format lines to justify the right margins like in magazines although it is not necessary. When printing text files this way, the last printed page will not come out even. There is an easy way to correct this.

Print the two-column text file as explained above. Tear off the last printed page with uneven columns. Delete the two printer format lines from the top of your file with [CTRL_D] and [P] twice.

Use [SELECT_CTRL_F] to find the first few words at the top of the last page. Put cursor on first word and enter [SELECT_CTRL_U] to "Delete to TOP" of text. Reply [Y]es and you will be left with only the text on the last page.

Type [CTRL_R] to replace the format lines from the paste buffer. Be sure the <i> is in front of the second line, not the first. Count the total lines on your printed last page and divide by·two to find how many lines you want on each side of the page. Assume you have 84 lines and want 42 in each column. Add the top margin (4) to find line number 46. Change bottom margin to <b>46. Print the left column and reset the paper to the top. Move the <i> from the second format line to the top and print the right hand column. Load your footer file and replace the <#> with the actual page number and remove the inverse <n>s at the end. Reset the last page and print the footer. Voila! You now have an evenly spaced last page to add to the other two-column pages of your document.

Frank Walters, T.A.C.O. Bell BBS   ❏

Atari 8-Bit Affairs   by Roland Grant of G.C.A.C.E.

"Lots of PC Power Needed to Emulate Atari 800!"

Old Atari 8-bit magazines are not easily found nowadays. However they may all be available on internet if Kevin Savetz achieves his goal. Kevin has launched the Digital Antic Project. He has obtained permission from the holder of the Antic copyrights to post the whole magazines on his web site. Currently he has prepared the complete text of the first two issues of Antic, complete with cover art and memorable ads. The pages of Antic are scanned using OCR to make text files of the pages. The covers and other images are being scanned into JPEG format. All this is organised to work under HTML. Kevin is calling for volunteers to help in the task. The site of the Antic project has been given as http://www.northcoast.com/savetz/antic/dap.html .

Bob Wooley has surfaced and is promising another issue of Atari Classics, when (as he says) he finishes fooling around with IDE hard drives. According to Bob, the IDE type hard drive is much easier for Atari 8-bit computers to handle. A very simple interface using one HC138 chip and a small amount of code is all that is required to run an IDE drive of recent manufacture. Bob promises to publish articles on how he installed an IDE drive inside the case of

his Atari 1200XL. He will also include an article (and code listing I hope) on his updated SmartOS which he now calls SmartIDE. The system can read the hard drive at a rate of 180 sectors per second.

There are rumours that Mike Hohman of Fine Tooned Engineering is still living in or near Phoenix Arizona. However he must be moving around as his telephone numbers seem to go out of service fairly regularly. According to a newsletter that was sent to some customers last year, Mike invested over $50,000 in his business. He claimed to be just scraping by on shareware fees from Sparta DOS. I suspect that Mike has found other employment. Considering the time Mike has taken on his Atari hardware projects, we may not hear anything from him soon, or ever.

There are Atari 8-bit emulators everywhere. Mike Hill has released a new freeware Atari emulator called Pokey. It emulates the Atari 5200 game machine as well as Atari 800/800XL computers. Pokey runs on a Pentium PC under MSDOS. The current system is a beta version. Mike Hill is requesting comments. Pokey emulates Atari 8-bit graphics well, but sound support is lacking as is speed. A lot of power is needed to emulate the several microprocessors of the Atari 800. Another 8-bit emulator by Markus Gietzen is called XL-it! This is also under development.

Markus managed to emulate sound, but everything ran very slowly. The latest version has managed to get the emulation up to speed. These emulators seem to run best under MSDOS. However, Chris Lam has updated his 8-bit emulator to run under Windows 95/NT and named it Rainbow 95. Rainbow requires a file containing the Atari 800 operating system. According to reports, Rainbow is a rather slow and somewhat incomplete emulator. PC Xformer, a commercial product, has had the most development. PC Xformer version 4.0 for Windows 95 is not quite ready for release. The current DOS version of PC Xformer has been judged to be somewhat faster than its rivals, but sound emulation is minimal. None of these emulators will run all Atari 8-bit software. XL-it! may be the most compatible, followed by PC Xformer. If you have a powerful PC, it might be fun to run an Atari 8-bit emulator. But if you really want to use Atari 8-bit software, why not get a real Atari computer? They're still available, and they are inexpensive.
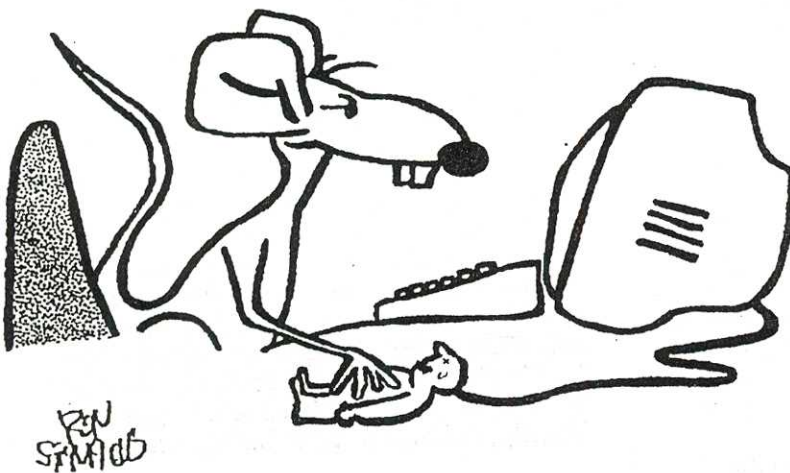
Atari 8-Bit Hints

Ever wondered if you have a bad memory chip on your XL/XE and went to the self-test to check them out? They were all good, right? Well, did you know that if you did have a bad memory chip, your system would <u>automatically</u> go to the self-test/memory test. In other words, if you had a bad memory chip, the machine wouldn't boot!

The Science Fiction Pocket Computer

By Thomas Oughton
(Origin Unknown)

While reading a science fiction magazine I saw a flow chart called "The Science Fiction Pocket Computer". It was created by Gahan Wilson, the same man who created the bizarre movies included with "Movie Maker". I then decided to create a program that followed this flow chart. The following is the results of that effort. This program will create the plot of most science fiction books, movies and stories.

```
10 OPEN #2,4,0,"K:"
20 GRAPHICS 2:POKE 710,0
30 POSITION 6,3:PRINT #6;"THE"
40 POSITION 6,4:PRINT #6;"science"
50 POSITION 6,5:PRINT #6;"fiction"
60 POSITION 6,6:PRINT #6;"POCKET"
70 POSITION 6,7:PRINT #6;"computer"
80 PRINT "    CONCEIVED BY GRAHAN WILSON"
90 FOR I=1 TO 2000:NEXT I
100 GRAPHICS 0
200 REM
210 PRINT "Earth ";
220 RN=INT(RND(I)*8+1)
230 ON RN GOTO 240,300,400,400,400,500,500,500
240 PRINT "burns up or freezes or"
250 PRINT "falls into the sun and ";
260 IF RND(I)<0.5 THEN PRINT "almost";
270 PRINT :PRINT "everyone dies";
280 GOTO 10000
300 PRINT "is struck by a giant"
310 PRINT "comet and ";
320 ON INT(RND(I)*3+1) GOTO 330,340,350
330 PRINT "destroyed";:GOTO 10000
340 PRINT "saved";:GOTO 10000
350 PRINT "not destroyed but ";
360 IF RND(I)<0.5 THEN PRINT "almost ":GOTO 380
370 PRINT
380 PRINT "every one dies";
390 GOTO 10000 .
400 PRINT "scientists ";
410 IF RND(I)<0.5 THEN PRINT "invent ";:GOTO 430
420 PRINT "discover ";
430 IF RND(I)<0.5 THEN PRINT "tiny ":GOTO 600
440 PRINT "giant "
450 GOTO 600
500 PRINT "is attacked by ";
510 IF RND(I)<0.5 THEN PRINT "tiny ";:GOTO 530
520 PRINT "giant ";
530 PRINT "Martian,":PRINT "Moon, Betalgrusian, or
     Extraglactic"
600 ON INT(RND(I)*5+1) GOTO 610,620,630,640,650
610 PRINT "bug(s) ";:GOTO 700
620 PRINT "reptile(s) ";:GOTO 700
630 PRINT "mechanical device(s) ";:GOTO 700
640 PRINT "super persons ";:GOTO 700
650 PRINT "icky things ";:GOTO 700
700 PRINT "which (who) ";
710 ON INT(RND(I)*6+1) GOTO 720,750,760,770,780,790
720 PRINT "want":PRINT "our women ";
730 IF RND(I)<0.3 THEN PRINT :GOTO 900
740 PRINT "take a few and leave ";:GOTO 10000
750 PRINT "are":PRINT "friendly";:GOTO 10000
760 PRINT "are":PRINT "friendly but misunderstood":
     GOTO 900
770 PRINT :PRINT "misunderstand us":GOTO 900
780 PRINT :PRINT "understand us to well":GOTO 900
790 PRINT "look":PRINT "on us only as a source of
     nourishment"
800 IF RND(I)<0.3 THEN PRINT "and eat us";:GOTO 10000
900 PRINT "and are ";
910 IF RND(I)<0.5 THEN PRINT "not ";
920 PRINT "radioactive and can";
930 FL=0:IF RND(I)<0.7 THEN PRINT "not";:FL=1
940 PRINT :PRINT "be killed by"
950 ON INT(RND(I)*3+1) GOTO 960,970,990
960 PRINT "a crowd of peasants with torches";:GOTO 1000
970 PRINT "the Army, Navy, Air Force Marine":
     PRINT "Corps, and/or the Coast Guard";
980 GOTO 1000
990 PRINT "the atomic bomb";
1000 IF FL=0 THEN GOTO 10000
1010 PRINT :RN=INT(RND(I)*9+1)
1020 ON RN GOTO 1030,1040,1050,1060,1060,1060,1120,
     1120,1120
1030 PRINT "so they kill us";:GOTO 10000
1040 PRINT "so they put us under a benign":
     PRINT "dictatorship";:GOTO 10000
1050 PRINT "so they eat us";:GOTO 10000
1060 PRINT "so scientists invent a weapon which"
1070 ON INT(RND(I)*4+1) GOTO 1080,1080,1090,1100
1080 PRINT "fails ";:GOTO 1010
1090 PRINT "kills them";:GOTO 10000
1100 PRINT "turns them into disgusting lumps";:GOTO 10000
1120 PRINT "but ";
1130 ON INT(RND(I)*7+1) GOTO 1140,1150,1150,1170,1170,
     1180,1180
1140 PRINT "they die from catching":PRINT "the chicken
     pox";:GOTO 10000
1150 PRINT "a cute little kid convinces"
1160 PRINT "them that people are ok":GOTO 1220
1170 PRINT "a priest talks to them of God":GOTO 1220
1180 PRINT "they fall in love with this":PRINT "beautiful
     girl ";
1190 IF RND(I)<0.5 THEN 1220
1200 PRINT "and they get married":PRINT "and live happily
     forever after";
1210 GOTO 10000
1220 ON INT(RND(I)*3+1) GOTO 1230,1240,1250
1230 PRINT "and they die";:GOTO 10000
1240 PRINT "and they leave";:GOTO 10000
1250 PRINT "and they turn into":PRINT "disgusting
     lumps";:GOTO 10000
10000 PRINT :PRINT "(The End)."
10010 PRINT :PRINT :GET #2,I
10020 GOTO 200
```

| November							December						
S	M	T	W	T	F	S	S	M	T	W	T	F	S
					1	2	1	2	3	4	5	6	7
3	4	5	6	7	8	(9)	8	9	10	11	12	13	(14)
10	11	12	13	14	15	16	15	16	17	18	19	20	21
17	18	19	20	21	22	23	22	23	24	25	26	27	28
24	25	26	27	28	29	30	29	30	31				

NWPAC meets on the second Saturday of each month, 9:30 a.m. at:

The DeVry Institute of Technology
2149 W. Dunlap - Room 112
Phoenix AZ 85021

OFFICER ELECTIONS IN DECEMBER!

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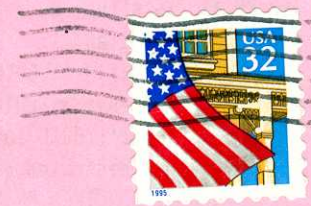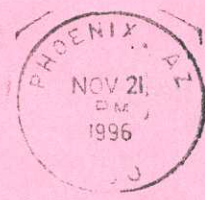
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